

# VOID 2.0



SQUAD TACTICS



# VOID - Squad Tactics

**ORIGINAL VOID GAME DESIGN BY**  
John Grant, Mark Brendan

**VOID - SQUAD TACTICS GAME DESIGN BY**  
Sebastian Czarnecki

**ADDITIONAL WRITING BY**  
Mark Brendan

**COVER ART BY**  
Adrian Smith

**ADDITIONAL ART BY**  
Stuart Beel

## PLAYTESTERS AND SPECIAL THANKS TO:

Andres Villaseca, Ben Brownlie, Dougie Hamill, Jake Scharlau, Joseph M Raiten, Knut Heykena, Rick Peterson, Stephen Wood and Toni Manninen.

For more information visit

[www.seb-games.com](http://www.seb-games.com)

*Seb Games, Battle Havoc!, BattleMag! , VOID* are trademarks of Metal Warrior Miniatures Ltd.  
Copyright © Metal Warrior Miniatures Ltd 2022



*In the centuries since mankind first launched its crude rockets from the surface of Viridia, humans have spread across the Draconis Alba galaxy thanks to the miracle of grav-shunting. Three major factions arose to dominate inhabited space: the eco-capitalist Viridians, the imperialist Junkers of Ironglass, and the technocratic collective of the Syntha.*

*Even in so vast an expanse as the galaxy, conflict proved the inevitable state of affairs, and so the VASA Protectorate came to be. A union to bind the vying powers by treaty and sanction, with the ultimate sanction of military action against any member breaking the peace. Yet it was not enough, it was never enough, and sparks of tension and unrest would sporadically erupt into the flames of war, again, and again, and again.*

*Against these vast, astro-political forces, the grinding machinations of governments and the ever turning gears of the war machine, it is easy to forget role an individual can play. On the far flung battlefields of Draconis Alba, it is the actions of these brave souls that can make all the difference. Personal tales of valor, tactical brilliance, prevailing against the odds, self sacrifice, and comradeship not only make victories meaningful, without them, there would be no victories at all. Everyone knows the names of the great heroes the various factions' propagandists use to sell their messages: Trask, Aurelian, Neura, Commander X, and more besides are household names. But the common soldiery have names and stories too: the Marine who signs up for her children's sake, the Legionary pressed into service for stealing to survive, the Prosthenes who believes in Prime's plan, or the Suppressor who keeps the peace because his father, and his father before him, did the same. Through their actions, these unsung soldiers keep their people safe and fight for the glory of their faction, whatever the odds.*

# INTRODUCTION

Building a VOID army can be quite a challenging and time-consuming affair, but what if you want to start playing right out of the box? Or you want to play a smaller scenario as part of a campaign, where a single elite squad undertakes a mission that will have a crucial impact on your next game. Would your advance recon squad discover and report that enemy ambush in time? Can your infiltration squad capture critical intelligence data before it is too late?

This is where Squad Tactics comes in. Squad Tactics is a supplement to the main game of

VOID that focuses on small skirmishes. Players each command a single squad, leading it on infiltration missions, long-range recons, patrols, or simply fighting to survive on the vast battlefields of the Draconis Alba Galaxy.

To play Squad Tactics, you will need the VOID rulebook, and force books for the factions in play. A typical squad consists of 4-10 miniatures.

For standard games, you will need a flat area of at least 3' by 3' although 4' by 4' is preferable. It's not very important if it's a tabletop or floor. What is essential, is that you need to be able to tell where the edges of the battlefield are.

## ***Forcebooks and rules***

We are currently working on new editions, and new materials are published in BattleMag. VOID - Squad Tactics can be played with older books. Nothing is stopping you from using them. What is important, is that players use the same version of the rules and do not mix VOID 1.1 and VOID 2.0 unit profiles, as this will affect balance.

All necessary resources, like the VOID rulebook and force books can be downloaded for free from our website in the download section, and of course, you can find the all models required to play the game there as well.

Visit [www.seb-games.com](http://www.seb-games.com) to see more.



# GENERAL RULES

This section explains all you need to know to play VOID Squad Tactics. In the following pages you will find:

**RULES MODIFICATIONS** - a section dedicated to a few rule changes that will allow you to play in the new game's format.

**CREATING YOUR SQUAD** - in this section, you will learn how to assemble your force.

**TRAINING AND EQUIPMENT** - a section containing new abilities and additional equipment for your squad members.

**SAMPLE SQUADS** – two sample squad rosters that you can use to play your first game, together with the armoury and special rules for those squads.

## RULES MODIFICATION

The following changes to the VOID Rulebook apply to games of Squad Tactics:

- After rolling Initiative, the first player moves and attacks with one model, then play passes to their opponent, who moves and attacks with one model. Alternate like this until all models have been activated, then begin a new turn.
- Vehicles: The only vehicles permitted in Squad Tactics games are bikes and grav-bikes.
- Commander: Select one model from the squad to be the Commander. Models within 8 inches of the Commander can use the Commander's LD stat for tests such as Morale checks, Rallying and Tactical Awareness.

- Morale: Morale checks are made for individual models, and not the entire squad. Models need to make a morale check when they are hit, but not necessarily wounded, in combat. All models except those in Close Combat need to take a Morale check when the squad is reduced to 50% of its starting numbers.
- Cohesion: Squad Cohesion rules do not apply in games of VOID Squad Tactics.

## CREATING YOUR SQUAD

Before playing a game you and your opponents need to agree on a points limit for your squads. The higher the points limit, the more models your squads are likely to contain, and hence the longer the time required to complete a game.

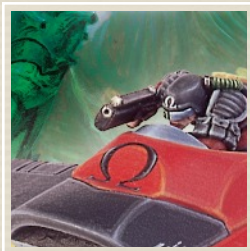
For a standard game players should have the same points limit, which is typically between 100 and 200 points per side. If you are new to VOID or wargaming generally, we recommend you start with a limit of 100 points.

You'll find two sample squads later in this book that you can use to play straight away, but there is nothing stopping you from creating your own squad. To create a squad for Squad Tactics the following rules apply:

- Choose an existing squad from the force book as usual. This is your base squad.
- For the squad to be legal, it must contain the minimum numbers of models listed in its profile, and no more than the maximum. This information can be found in the No. per Unit column of the profile.



- Use the normal buying criteria to add Leaders, Individuals and Support models to the squad.
- In addition, you may include models from other squads from the same force book. These models count towards your Support limit. Models added in this way must be basic troops. They cannot be Support (S) models or Squad Leaders on their original listing.
- For every three models the squad contains, you may upgrade one of them with a Training ability for free (see Training and Equipment later).
- You may purchase one piece of Additional Equipment for each model in the squad.



# Training and Equipment

*Listen up sweethearts! HQ wants eyes on the Tangos' forward base. You know the drill people! Gear up and Oscar-Mike in five!*

## **HAND TO HAND EXPERT**

Once per turn the model can re-roll a failed Close Combat test.

## **CRACK SHOT**

Once per turn the model can re-roll a failed Shooting test.

## **SURVIVOR**

Once per turn the model can add +1 to its Cover Save.

## **SITUATIONAL AWARENESS**

Once per turn the model can attack any target within range, ignoring the Target Priority rules.

## **BLASTER**

**Cost:** 4pts

Equip the model with an additional Blaster.

## **GRENADES**

**Cost:** 2pts

Equip the model with Hand Grenades.

## **MEDKIT**

**Cost:** 5pts

Once per game, a model with a MedKit can ignore the first wound it receives from a ranged attack. The MedKit cannot be used in Close Combat.

## **CAMO NET**

**Cost:** 5pts

Models with CamoNet are always considered to be out of LOS beyond medium range of models wishing to fire at them. They always receive a +1 bonus to cover saves because of how difficult they are to target.



## Phoenix IV

*A black dot skimmed over Eridas' horizon to the southeast and grew against the orange-pink sky. Decurion Marcus Selinus raised his field glasses and focussed on the dot.*

*"They're keen," he muttered to the Legionaries of Phoenix IV, who huddled behind him, squatting on the dusty, cracked soil, or slouched against stunted, weathered rock formations that littered the landscape. Paulinus loomed over the others in his Exo-Suit, unable to sit or lean against anything, the frame supported him.*

*From a nest of such rocks in the middle distance, a billowing pillar of smoke streaked up to meet the object. The surface to air missile slammed into the flyer's port engine, instantly consuming it in a reddish-black fireball.*

*The flyer listed and dipped towards the ground, trailing wreckage. It was on a diagonal course that would take it straight past their position. About half a click out, it ploughed into the arid landscape, and disappeared in cloud of brownish dust and sand.*

*"We're Junkers lads, this is what we do!" said Marcus with a wolfish grin, and slapped young Drussus on the back of his helmet.*

*"Shouldn't we wait for orders, Decurion?" Felix complained. Felix was a stickler.*

*"Shooden we mlam, mlam, mlam?" Marcus mocked him in high pitched voice. "On the double Legionary, or I'll have Paulinus here kick you all the way to the crash site."*

*The Exo-Suit stomped forward with a whirl of gears and thudding tread, and its pilot squinted at the naysayer. Felix hurriedly scooped up his kit, and even enthusiastically took point.*

*Ten minutes later, Phoenix IV arrived at the objective. Smouldering fuselage panels and the contents of white crates marked with red crosses littered the area. A hundred metres or so from their position, a Viridian Medivac flyer lay half buried in the sand.*

*One of the Legionaries, Hadrian, rushed forward and scooped up a box of ampoules, and held it above his head.*

*"Hexacaine!" he shouted triumphantly.*

*In the next instant, a whooshing displacement of air caused Drussus to hit the deck. A burst of Gauss Rifle fire punched chunks from the rocks around Hadrian. One took him square in the chest, throwing him back against the cover, quite dead.*

*Marcus Selinus, rolled his eyes. The four remaining Legionaries of Phoenix IV scrambled behind the rocks, and racked their Combat Shotguns.*

*"Fan out, we've got company!" Marcus shouted. "Remember your training. Stick to cover, close ground quickly. Use your shields if you have to, but get to bladework range and those eco-scum wont stand a chance! Paulinus, you do what you do!"*

*With an evil grin, Paulinus stomped up the middle of the battlefield, drawing fire and suppressing the hell out of any Viridian that strayed too close. The rest of the Legionaries darted from rock to rock, spreading out to encircle the Viridian positions.*



The Decurion took a moment to assess the situation. Most of the Viridian Marines had taken up defensive positions, but a couple of them were moving to secure the gear from their crashed ship, while their comrades provided covering fire. The Viridian sergeant lurked at the back, issuing orders. Smart, but cowardly, thought Marcus. The one to worry about, however, was the Shock Marine, which was using similar tactics to his own men to close on Paulinus. If the Exo-Suit was killed, they'd lose their firebase.

Marcus gritted his teeth, checked his blaster, and moved to intercept the threat. The Shock Marine would be no easy kill, but the Decurion had trained in hand to hand combat with the Praetorian Guard.

With one man down, Phoenix IV's future lay in the hands of fate.

## CALL SIGN: PHOENIX IV

POINTS COST: 113

UNIT TYPE	NAME	TRAINING	ADDITIONAL EQUIPMENT
Decurion	Marcus	Hand to Hand Expert	Blaster
Legionary	Drussus		
Legionary	Falx		
Legionary	Severus		
Legionary	Felix		
Exo-Suit	Paulinus	Situational Awareness	



## Sabre 6

*"Stay with me, man!" Sergeant Neumeier implored the patient.*

*The wounded Marine, laid out on a stretcher on the floor of the juddering, bucking Medivac Flyer locked his gaze with the sergeant's. He clamped a blood streaked hand around the officer's, and drew strength to stave off the shock that threatened to overtake him.*

*Neumeier finished up with a squirt of suture spray, before moving on to the next patient.*

*"Get some fluids into him," he ordered Miller, one of other Marines under his command.*

*There were three wounded in total, picked up from the outskirts of a cave complex ten clicks back. Place had been hot with Junkers, no doubt there to set up mining operations for Eridas's meagre mineral deposits. The flyer's door gunner had made short work of them, and they'd been able to evac the wounded without further incident. For their part, the Viridians were there to harvest samples of algae that thrived in the planet's network of caves, so there need not have even been any conflict, but such was the nature of contested zones.*

*Neumeier knelt and examined the next patient. A tourniquet kept her from bleeding out through a sword slash in her thigh. He started cutting away the leg of her fatigues when the flyer bucked violently, almost causing him to drop the scissors.*

*"Keep it steady!" he roared to the pilot.*

*Almost simultaneously, Cook, peering out a port side window, yelled, "Incoming!"*

*The flyer janked violently a second time, throwing the Marines and their patients around in the cabin. The evasive manoeuvre was to no avail though.*

*A bright flash and roar filled the cabin, and searing heat crashed over them. The wing disintegrated, leaving a gaping hole in the fuselage. The door gunner was gone.*

*"We're going down!" The pilot screamed.*

*The flyer tilted over to its port side and began a helter skelter descent. Before anyone could react, the first patient Neumeier had treated slid out through the jagged rent and was swallowed by the sky. Crates of medical supplies and ammo followed through the breach. Neumeier grabbed the woman he had been treating and clung on for dear life, while Dante, their Shock Marine specialist, was able to pin the last patient's stretcher to the deck with the point of his Vibro-Scythe.*

*The arid, rocky landscape whipped past at breakneck velocity, and the air was dragged from their lungs.*

*"Brace for impact!" Neumeier managed to splutter.*

*The force of the crash lifted Neumeier a metre off the deck, before slamming him back down, hard. He naturally lost his grip on the stretcher.*

*Neumeier slowly rolled over and struggled to his feet, dragging himself up on the webbing. The cabin was dark, but sunlight pierced the gloom through the hole in the fuselage.*

*"Sound off!" he groaned, when he'd recovered his breath.*

*"Miller!"*

*"Valdez!"*

"Cook!"  
 "O'Brien!"  
 "Dante!"

Neumeier lurched for the cockpit, saying  
 "Check the patients," over his shoulder.

He pulled open the door and winced at the  
 carnage within.

"Pilot and co-pilot are toast," he said,  
 returning to the others."

"Patients are both unconscious, but stable,"  
 O'Brien reported.

"Alright then," said Neumeier. "I'll call in  
 another Medivac to get us out of here, but  
 this place will be swarming with Tangos  
 before it gets here. So here's what we're  
 doing. Miller and Valdez, on me. We hold  
 the line and defend the patients, no matter  
 what. Valdez and Cook, get our supplies  
 back here, we need them if our brother and  
 sister are going to make it. Dante, I want  
 you to shred anything that gets through our  
 perimeter."

"Uh-ra!" the Marines chorused in unison,  
 and moved out to complete their appointed  
 tasks.

## CALL SIGN: SABRE 6

POINTS COST: 113

UNIT TYPE	NAME	TRAINING	ADDITIONAL EQUIPMENT
Sergeant	Neumeier	Crack Shot	MediKit
Marine	Miller		
Marine	Valdez		
Marine	Cook		
Marine	O'Brien		
Shock Marine	Dante	Survivor	Grenades





# PROFILES SUMMARY SHEET

## CONVICT LEGIONARIES

AS	SH	ST	T	W	CD	SZ	MV
4	3	4	4	1	3	2	4

### EQUIPMENT

All models are armed with Combat Shotgun, Combat Blade and Battleshield

### SPECIAL RULES

**All:** Swarm, Enforced Rally

**Decurion:** Tactical Awareness, High Morale (+1)

## EXO-SUIT

AS	SH	ST	T	W	CD	SZ	MV
4	3	6	6	1	5	3	4

### EQUIPMENT

The Exo-Suit is armed with Cestus and Heavy Grape Gun

### SPECIAL RULES

**Exo-Suit:** Heavy Armour 3, Multiple Attacks (x2)

## MARINES

AS	SH	ST	T	W	CD	SZ	MV
3	4	4	4	1	4	2	4

### EQUIPMENT

All models are armed with Gauss Rifle and Combat Blade

### SPECIAL RULES

**Sergeant:** Tactical Awareness, High Morale (+1)

## SHOCK MARINE

AS	SH	ST	T	W	CD	SZ	MV
5	4	5	5	1	5	2	4

### EQUIPMENT

The Shock Marine is armed with a Vibro Scythe and Negatron Shield

### SPECIAL RULES

**Shock Marine:** High Morale (+1), Shock Trooper

## COMBAT SHOTGUN

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
0	5	+1	5	0	3	-	-	-	-

### TYPE

2 handed,

### SPECIAL RULES

None

## GAUSS RIFLE

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
-1	5	0	5	0	5	-	-	-	-

### TYPE

2 handed,

### SPECIAL RULES

None

## VIBRO SCYTHE

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
0	ST +1 (x3)	-	-	-	-	-	-	-	-

### TYPE

1 handed, melee

### SPECIAL RULES

None

## NEGATRON SHIELD

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
-1	4	-	-	-	-	-	-	-	-

### TYPE

1 handed

### SPECIAL RULES

The shield gives good protection from frontal attack. It confers heavy armour 3 and a -1 mod to all d10 damage rolls caused by hits originating from within the users front facing.

## HEAVY GRAPE GUN

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
0	5	0	5	-1	4	-	-	-	-

### TYPE

1 handed,

### SPECIAL RULES

None

## HAND GRENADES

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
-	-	-1	5	-	-	-	-	-	-

### TYPE

1 handed, indirect fire, ranged template weapon

### SPECIAL RULES

Use the small circular template.

## COMBAT BLADE

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
0	ST +0	-	-	-	-	-	-	-	-

### TYPE

1 handed, melee

### SPECIAL RULES

None

## CESTUS

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
0	6*	-	-	-	-	-	-	-	-

### TYPE

1 handed, melee, armour piercing 3

### SPECIAL RULES

\*For every 2 clear points that the 'to hit roll' is passed by add 1 to the Dam multiplier (always assume the base to be (x1)). A natural to hit roll of 10 always gives a (x3) Dam modifier.

## BLASTER

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
0(x2)	4	0(x2)	4	-	-	-	-	-	-

### TYPE

1 handed

### SPECIAL RULES

None

## BATTLESIELD

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
-	-	-1	5	-	-	-	-	-	-

### TYPE

1 handed

### SPECIAL RULES

The shield gives good protection from frontal attack. It confers a -1 mod to all d10 damage rolls caused by hits originating from within the users front facing.

# SPECIAL RULES

## Weapon Special Rules

**ARMOUR PIERCING:** These weapons are primarily designed for use against vehicles and other large heavily armoured targets. They tend to be inaccurate when used against small targets. A weapon of this type will be stated as being 'Armour Piercing 5', or 'Armour Piercing 7' etc. The number is a negative modifier to the d10 'heavy armour save' dice roll conferred by the 'heavy armour' special rule, e.g. armour piercing 5, deducts 5 from the d10 saving roll. Heavily armoured vehicles etc all have the heavy armour special rule.

**INDIRECT FIRE:** These are weapons that do not need LOS to the target unit. Often useful for probing suspected enemy positions and flushing out dug in troops.

**TEMPLATE WEAPON:** These are area effect weapons. Instead of rolling to hit in the normal way, a template is used to determine the models that are hit by a firing unit. They cannot usually be used in close combat. The rare ones that can be used in close combat don't use the template, but use the capabilities shown for the CC range band instead, just like a normal weapon. Models in cover that are hit by a template weapon suffer -2 modifier on their D10 cover save roll and shields do not confer any bonuses against hits caused by template weapons.

## Multiple Attacks

Models with this special rule make multiple attacks in close combat. So for instance a model that has Multiple Attacks

(x2) listed in the special rules section of its profile will attack twice in close combat. Multiple Attacks can be used to engage more than one close combat opponent

## High Morale

Models with this special rule are more steadfast than others and less likely to panic or take fright. High Morale is expressed on the profile as a number that is added to the dice roll when a unit makes a morale check. The modifier used is always the highest one in the unit, so for example if all members of a unit have High Morale (+1) and the Decurion has High Morale (+2), you would use the +2 modifier when making a morale check.

## Swarm

Models with Swarm attack in a confusing mass in close combat, overwhelming their foe by sheer weight of numbers. Models fighting creatures that Swarm suffer a -1 penalty to their hit rolls, up to a maximum of 3, for every enemy model after the first that they are in base contact with. This only works in close combat. Whilst in close combat it is important to note that a model can only Swarm one opponent at a time so you must declare which opponent you are swarming if in base-to-base with more than one.

## Tactical Awareness

Models with this special rule can attempt to ignore their normal target priorities. Before the unit shoots make a CD check for the model. The results of the check vary depending on whether the checking model is a Squad leader (a Decurion for example) or individual, or a support model within a Squad. Note that if a Squad contains both a Squad leader and one or more individuals you can make a separate check for each model individually if you wish. The following rules apply.



Squad leaders and individuals: If the check is passed the entire unit may ignore normal target priorities and may shoot at any enemy unit of the owning players' choice. As with normal shooting all members of the unit must still fire at the same target unit. If the check is failed, then the unit hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.

**SUPPORT (S):** If the CD check is passed the support model may ignore normal target priorities and can instead shoot at any unit of its choice, firing at a different target unit than its fellow Squad members if the owning player so wishes. If the check is failed, then the support model hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.

## Heavy Armour

Some models like armoured vehicles and large monsters are so heavily armoured that they are very difficult to damage with normal weaponry. Attackers need special

armour piercing weapons in order to have a reasonable chance of causing damage to these models. Models with this special rule gain a d10 'heavy armour save' that can negate damage they have suffered. When a model has this special rule it will be stated as 'Heavy Armour 4', or 'Heavy Armour 7' etc. The number is a positive modifier to the d10 heavy armour saving roll, for example heavy armour 6 adds +6 to the d10 heavy armour save. The following rule applies: • If a model with heavy armour receives wounds, roll 1d10 per wound, adding the indicated modifier. On a score of 10+ the wound is ignored and the model suffers no harm.

## Shock Trooper

Models with this special rule are particularly effective when storming enemy positions and engaging in close combat. They receive a bonus of +1 to hit and +1 to dam when charging or countercharging. This is in addition to any other bonuses they might have to the attack



# SCENARIO 1

This is the simplest of scenarios. Two opposing forces set up across the battlefield from each other using opposite sides of an area and slug it out together in an attempt to dominate the field.

## FORCES

Battles of around 150 points per side are a good place to start, but there is no limit to the amount of points available to each side as long as points value for each side are roughly equal.

## DEPLOYMENT & TERRAIN

Depending on the size of the forces used the battle may be fought over pretty much any sized area, but we suggest an area of 4 foot by 4 foot table to be the most flexible. Terrain is placed upon the field in any mutually agreeable manner and the players roll a d10 each to see who gets to choose their deployment edge.

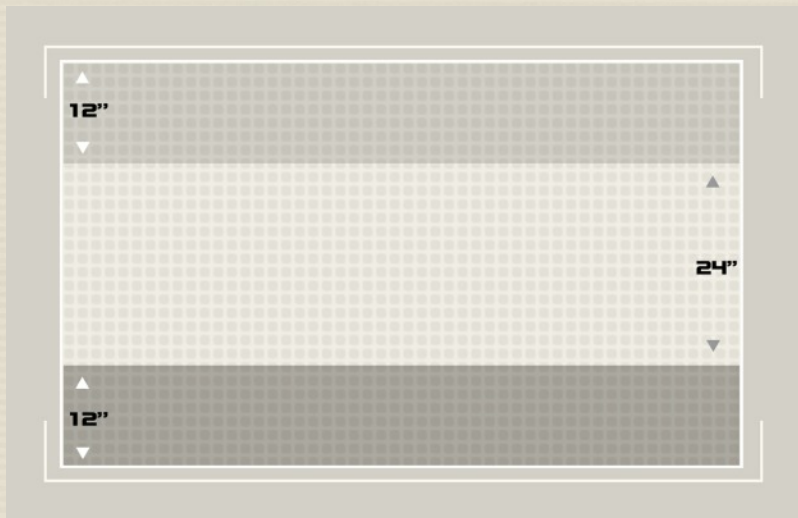
The opposition is allocated the opposite edge. Starting with the winning player, units are deployed alternately within 12 inches of their respective edge (their deployment zone) until all units are on the board.

## SPECIAL RULES

Players roll off again to see who starts. Both players roll a d10 and the one who gets the highest score gets to choose whether to go first or second. The scenario lasts for 6 turns unless one player is destroyed or surrenders beforehand.

## OBJECTIVES & VICTORY CONDITIONS

As noted above, the single objective is to prevail on the field of battle by force. At the end of the game, total up the points of troops lost by each army and award these as "Victory Points" to the opponent. The winner is the player with the most Victory Points. If one side manages to completely wipe out their opponent before the end of the final turn then they automatically win.



# SCENARIO 2

In any battle control of key areas of the field is of the utmost importance. In some cases, control of specific areas of the war-zone can even outweigh the cost in attaining them. In this scenario the players are fighting over a central area of terrain designated as the objective and must capture and hold on to that terrain for as long as possible, denying it to the enemy at all costs.

## FORCES

The forces can be of any size in this scenario as long as they are of equal points value.

## DEPLOYMENT & TERRAIN

Terrain is placed upon the field in any mutually agreeable manner but with the addition that an accessible piece of terrain (i.e. one that models have access to the top of) must be placed in the dead centre of the battlefield - this could be a hill or a building with access routes to the top on either side, or even an area just marked out at the centre. The players roll a d10 each to see who gets to choose their deployment

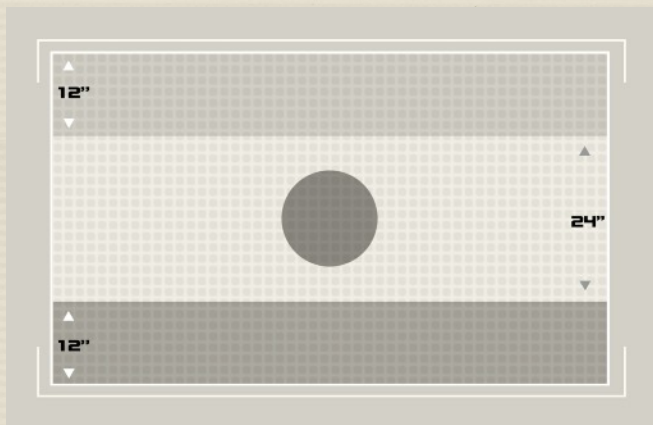
edge. The opposition is allocated the opposite edge. Starting with the winning player, units are deployed alternately within 12 inches of their respective edge (their deployment zone) until all units are on the board.

## SPECIAL RULES

The players each roll a d10 with the highest score choosing whether to start or to go second. The scenario lasts for a minimum of 6 turns unless one player is destroyed or surrenders beforehand. For every turn thereafter roll a d10 at the beginning of the turn. On a roll of a 7+ the game has ended.

## OBJECTIVES & VICTORY CONDITIONS

The only objective of the game is the capture of the central terrain feature. It matters not what casualties are inflicted or lost as long as possession of this feature is maintained. The winner is the player who has the most points worth of unpanicked models occupying the central terrain feature at the end of the game. In the case of no player having any un-panicked models on the objective when the game ends, then the winner is the player who has the nearest un-panicked unit to the objective.





# SCENARIO 3

In this scenario both players' forces have converged on an area rich with supplies and are attempting to get hold of as much of them as possible.

## FORCES

Sides of equal points value are to be used in this scenario.

## DEPLOYMENT & TERRAIN

After terrain has been placed players roll a d10 and the winner picks which quarter of the battlefield is their territory. The other player takes the diagonally opposite quarter. Starting with the winner units are deployed alternately within 6 inches of the edge of their respective deployment area.

## SPECIAL RULES

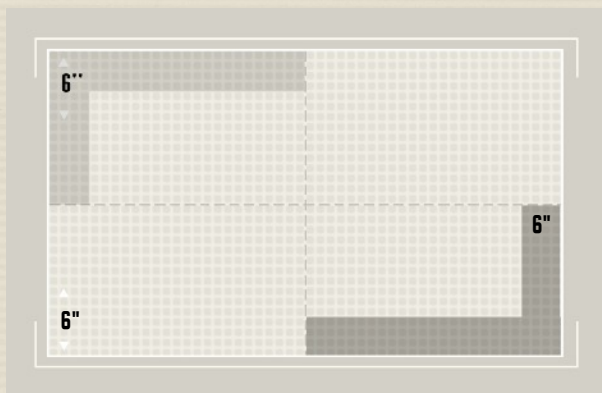
The players each roll a d10 with the highest roller having the choice of whether to go first or second. Five markers are placed on the battlefield; one dead centre and the other four each in the middle of each quarter. These markers represent the supplies that your troops are trying to capture. A unit may "pick up" supplies by

moving one or more of their models into base contact with a supplies marker at any stage of its turn - keep the marker next to the model that is carrying it. The model that "picks up" the supplies cannot do anything other than move during its activations. If a model that is carrying supplies is wounded in any way, or engaged in close combat, then it will drop them. Only unengaged models may pick up the dropped supplies in the turn after the combat has been resolved. Models may voluntarily drop supplies at any stage, but must wait until next turn to pick them up again.

The game lasts for 8 turns.

## OBJECTIVES & VICTORY CONDITIONS

For each supplies counter that a side's model is carrying outside of its quarter earns them 25 Victory Points and for each supply counter it has within its own table quarter, carried by their own models or not being carried at all, earns that side additional 50 Victory Points. Note that supplies within your own quarter, but being carried by enemy units do not count towards your total Victory Points. The winner is the player with the most Victory Points. As usual, if either side wipe out the enemy with the game length then they are the automatic outright winners.







# VOID - SQUAD TACTICS

VOID - Squad Tactics is a perfect starting point for your adventure with the VOID wargame. This book will allow you to play the game with just a handful of miniatures, familiarise yourself with the core rules and will enable you to start building your full VOID force.

This book includes:

- Rules needed to play small games of VOID
- Two sample squads that players can field and rules to create new squads.
- Three possible scenarios to start your adventure

This book is a supplement for the VOID wargame. To use this book, you must have access to a copy of the VOID 1.1 rulebook.



WWW.SEB-GAMES.COM